

GAME MACHINE

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Abstract of JP2003290422

PROBLEM TO BE SOLVED: To provide a game machine which eliminates unfairness due to the least chance to grasp ongoing situations in games by allowing players to grasp the situations easily.

SOLUTION: The number of games after the end of the bonus service is counted and when it reaches a predetermined value, the further internal winning of the bonus is determined to mark the succession of games and the type of sounds emitted and displayed images are differentiated depending on the frequency of successive winning to allow the players to grasp the ongoing situations easily.

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